

SHITK.
MAGIC CARPET • PANZER DRAGON ZWEI • ALONE IN THE DARK

100% Sega Gaming! **Sega Pro** £3.95

● Issue 60 ● August '96

Saturn ● Mega Drive ● Mega 32X ● Game Gear ● Arcade

Star Control 3

*The champion
two-player game
gets a
face lift
and makes
its way
onto the
Saturn!*

Destroy
everything that
moves in
Return Fire

Movie Magic
- Video CD
round-up
inside

Sega World

We look at Sega's
£45 million theme
park, now the
largest in the world.



Issue 60

FOOD

SEGA WORLD

8

Japan has one and now London has the biggest! Sega are putting the finishing touches to their new indoor theme park in London's Trocadero and Dino Boni went along to see just what you can expect when the site opens in August.

Competition Time

34

We all love Manga - don't deny it! Thanks to some very nice people we have some copies of two new videos to give away, so if you're looking for a new film to while away those long, hot nights, then turn to this page and enter now!

VIDEO MADNESS

12

The Saturn is a great console - we all know that, but it can do other things apart from play games. If you're the proud owner of a Saturn and Sega's DV cart, then you can play Video CDs as well. We look at a bunch of new releases and this month concentrate on the action and humour of James Bond.

Previews

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Return Fire

Wargames anyone? Get into your combat gear and get ready for some classic wargame action with just a little hint of arcade gameplay and a lot of humour.

Once one of the best Megadrive games around, *Star Control* is now coming around for its third version. More ships, more weapons and more of the same compelling gameplay.

Star Control 3

18

August 1996

Pro

Reviews

20

The first *Panzer Dragoon* game was the flagship for the Saturn.

Panzer Dragoon 2

Sadly, it left a lot to be desired in the longevity stakes. Can the second version of this super-console shoot-'em-up do any better this time around?

Magic Carpet 22

Take a few wizards, put them together in a world filled with magic, monsters and spells and then stand back. What you end up with is this superb game that even beats the pants of the original PC version!

26 *Alone in the Dark: Jack is Back*

Converted games are quite common at the moment, especially on the Saturn. This game, however, shows that even if a game was great once, it may not be the same when it is converted years later.

Regulars

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● *Doom*, anyone? Turn to ProHelp for some nifty cheats on this 32X stunner that is just soooo difficult!



DINO'S STILL NOT HAPPY THAT HIS DESIGNERS ARE USING A FOUR MONTH OLD PHOTO OF HIM, BUT STILL, YOU'VE GOT TO LAUGH, HAVEN'T YOU! WELL GUYS - STAND UP AND TAKE A BOW...

F10

Warp four, M

THE PRO-TEAM

Dino Boni - Ed.

Dino's love life grows ever more complicated with the summer months approaching. After yonks without so much as a snifter of action the Italian in him has suddenly risen to the surface and he's been flitting from one bird to the next ever since. The one upshot of all this male posturing is his karaoke exploits have taken a back seat. To be perfectly honest it was all getting a bit embarrassing. There you'd be, sitting in a quiet pub having a drink and chat when all of a sudden he'd vanish and reappear under a spotlight at the end of the bar in a sequinned jacket and... well, suffice to say it wasn't pretty!

Miles Guttery

Another month and another mound of manacled musings for the hipster. To be honest Miles is going a little strange these days. One lunchtime this week he disappeared for a half an hour and when quizzed claimed to have spent two weeks in bermuda masquerading as an olive salesman. He then attempted to add credence to his story by autographing his telephone before settling down to write this month's news — by cutting letters out of the paper and blu-tacking them to furniture. We will continue to monitor his progress.

Jon Evans

Jon the hyperchondriac received some cheering news this week. After months complaining of various pains and ailments he's actually got something real wrong with him — and a doctor's note to prove it. In fact he's been so preoccupied dancing around giving it the old 'told you so' it seems to have completely slipped his mind that he's got to go into hospital next month for a juicy and painful operation. Ho ho ho!

Scott Mackintosh

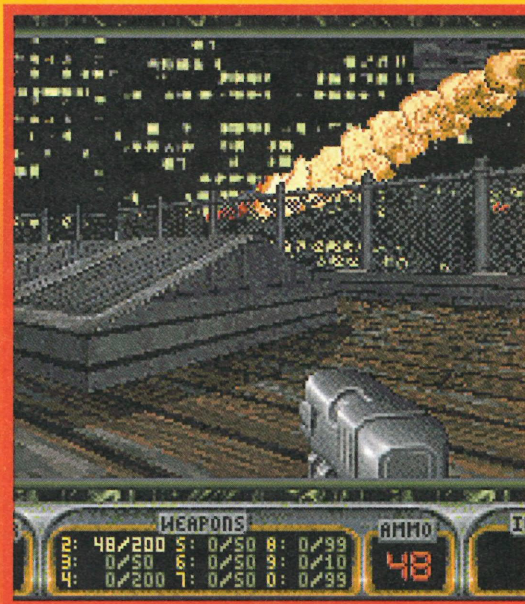
Scott's done nothing but moan this month. Mind you he's had pretty good reason. In a fit of gratuitous victimisation Dino gave him all the really horrible jobs like Pro Help to do. He has therefore spent his days sifting through tips archives and struggling through obscure games just to solve your problems.

By way of outside interest he's just taken up sea canoeing and continues to regale us with stories of the horrors floating around Lime bay (near Paignton, geog fans). Lurvely!

Nuke the Duke

Just out on PC CD-ROM this month is US Gold's *Duke Nukem*, and it's a corker I can tell you. Never before has the office PC been on the receiving end of so much attention. It's another Doomy sort of game but before you switch over just lemme say it's probably the best of it's genre so far and I included PlayStation Alien Trilogy in that statement. 'So what has this to do with Sega?' you might be asking. GT Interactive have signed up the rights to produce conversions for Saturn, PlayStation and N64.

The game has an 18 rating which leaves the avenue open for loads of gratuitous violence but there's something about it that lifts it above all pretenders. No definite release date is available as yet but expect it sometime in the summer or autumn. If it comes up to expectations it could well be the game of the year.



Mr. Sulu..

nt1ine

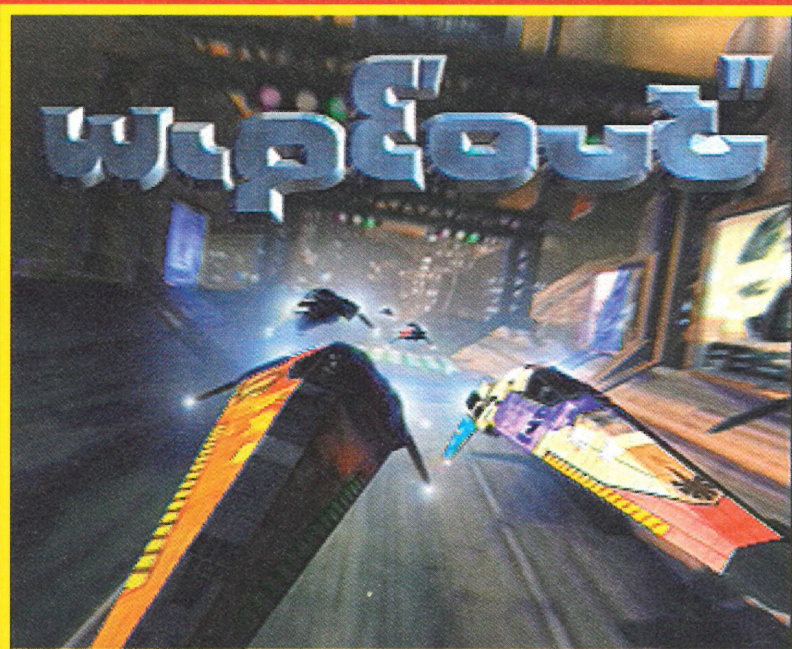
Psygnosis sell-off

Having bought-out Psygnosis some three years ago to spearhead it's initial software assault, rumour has it Sony are now ready to sell on the one-time Amiga innovators. The main reason behind the sale is Sony's commitment to 100% backing of the PlayStation. Psygnosis' strength has always been as a multi-format publisher and this has been demonstrated with the much-publicised Saturn conversions of PlayStation giants *Wipeout*, *Destruction Derby* etc. This is good news for Saturn owners as no longer will the PlayStation have preferential treatment.



Get the ASA ASAP

Once more the do-gooding busy-bodies of doom have reared their ugly heads to air their distaste at the industry. For a change it's not the violent content of games which has them riled, but the tastelessness of certain ad campaigns. Namely Psygnosis, Sony and Virgin. Predictably (if belatedly) the 'nosebleed' posters which accompanied *Wipeout* have incurred the wrath of the Mary Whitehouse brigade. Sony's *Tekken* slogan 'Just like the arcade without the rent boys' is another one and also the infamous smashed-up car poster for Virgin's *Screamer*. The result in all three cases has been that the companies have been told not to use the ads again. A pretty heavy handed punishment (not) as all three campaigns were closed some months ago!

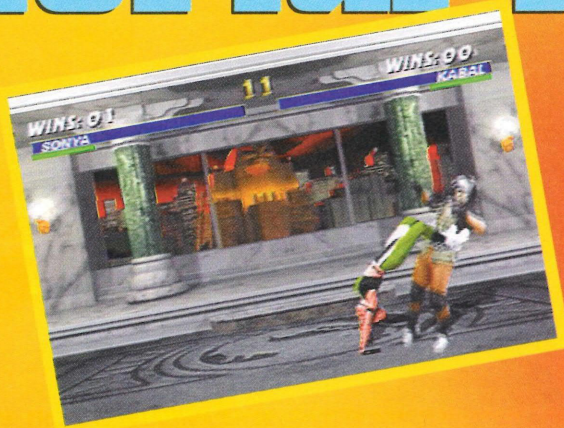


Extremely Sonic

Sega are remaining as tight-lipped as ever concerning the much-speculated *Mario 64* challenger *Sonic Extreme*. However, it'll have to be pretty special to challenge Nintendo's big N64 title if advance demos are anything to go by. All Sega will let on at the moment is that two new characters are to be added to the Sonic cast list. We look forward to meeting Professor Boobowski and Tiara, his daughter. More news as we get it.



Ultimate Mortal Kombat



Everyone's getting pretty sick to the back teeth of everything *MK3* I should imagine. All except Saturn owners that is. They must be about the only people in the world who don't yet have a conversion for their machine. Good news then, that *Ultimate Mortal Kombat*, soon to be winging its way into our homes, should go some way towards redressing the balance. It's basically (from what we can gather) a hybrid of *MK2* and *3*. Expect a mixture of characters and the usual *MK* style fighting and fatalities. Oh, and a couple of surprises too!

Playstation going down

The battle between Sega and Sony is hotting up as Sony reply to Sega's £50 Saturn price cut by lopping a similar amount off their stand-alone machine cost. Unofficially we note PlayStations down our way are now shifting for £199! If this turns out to be an officially sanctioned move by Sony and Sega follow suit in this tit for tat battle it will mean a 50% price reduction since the Saturn's £399 launch less than a year ago. It's nothing but good news for us consumers and it goes to show the kind of profit margins the big manufacturers have been operating with!



CHARTS

SATURN

1. Sega Rally Sega
2. Fifa '96 Sega
3. Virtua Cop Sega
4. VF2 Sega
5. D Sega
6. F1 Challenge Sega
7. Worms Sega
8. Thunderhawk 2 Sega
9. Sim City 2000 Sega
10. Wing Arms Sega

MEGA DRIVE

1. Toy Story Sega
2. FIFA '96 EA
3. Sonic 2 Sega
4. Sonic & Knuckles Sega
5. PGA Tour '96 EA
6. Micro Machines 2 Codemasters
7. Mickey Mania Sega
8. Mortal Kombat 3 Acclaim
9. Street Racer Ubi Soft
10. Ecco 2 Sega

MEGA-CD

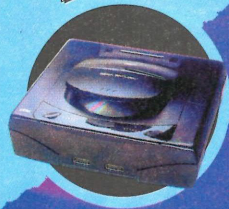
1. Soulstar Core Design
2. Eternal Champions Sega
3. Mickey Mania Sony
4. Brutal: Paws of Fury Gametek
5. Ground Zero Texas Sony
6. NBA Jam Acclaim
7. Sega Classics Sega
8. World Cup USA '94 US Gold
9. FIFA Int. Soccer EA
10. Road Avenger Sega

GAME GEAR

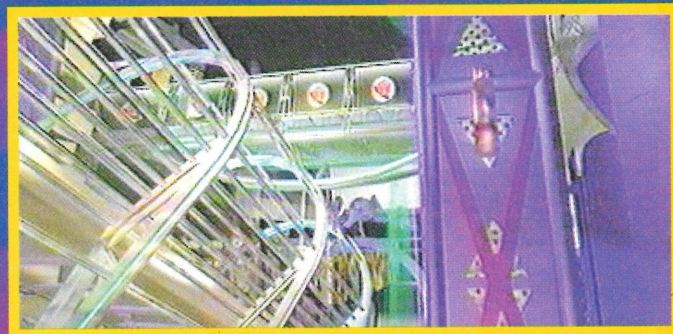
1. Star Trek Generations Gametek
2. The Lion King Virgin
3. Sonic Chaos Sega
4. Dragon Virgin
5. Dropzone Codemasters
6. Strider 2 US Gold
7. Sonic 2 Sega
8. Ren & Stimpy Sega
9. Cosmic Spacehead Codemasters
10. Fantastic Adventures
Of Dizzy Codemasters

Saturn

Feature



Bournemouth was supposed to have one, but it just turned out to be a glorified coin-op arcade. Now Sega are aiming to do things properly by opening the largest indoor theme park in the world and guess what - it's right here in the good ol' UK.



● Sega are really pulling the stops out on this development. Nothing is being left to chance and the entire complex looks as futuristic as it feels.

Sega World

Mention a theme park and instantly thoughts turn to the USA. Swaying palms, hot days, massive rides and wallet-busting prices. I know because I've been to Disney World! The UK is a bit short on this American phenomena - the closest we've ever got is Alton Towers or Chessington's World of Adventure, but the US seems to have the monopoly on theme parks. Japan also have their fair share of theme parks, but theirs tend to be more technologically inclined. We, as a nation, haven't really risen to the theme park phenomena in the same way that our American cousins have. America is filled with theme parks, but we british tend to do

The UK is a bit short on this phenomena...

things a little bit more conservatively.

The UK's first theme park was Thorpe Park which opened in 1979. Five years later there were another six and by 1993 that same number had risen to ten in all. Attendance also increased, jumping from 5.4 to 10.8 million between 1985 and 1994.

● The Japanese version of Segaworld has been up and running since 1994 and has attracted millions of visitors in its short life. Let's hope that the English version does the same.



Revenue also increased to £130 million. With these impressive figure in the bag, it's sometimes surprising that more theme parks haven't sprung up in the past few years. Many tourists that come to England (or indeed, those Brits who choose to spend their hols in their own country rather than go to Spain and become immersed in a hot version of East London) head straight for London. Not surprising, really when you come to think of it. London as probably the most cosmopolitan population in the world. Hundreds of different cultures combine into one in London and for those that can stand the pace of one of the world's busiest cities, it's really the only place to be.

Once you've taken in all the shows, tour buses and museums - there's really little left to do. certainly, the children in your company will not be enjoying themselves, and this is where London (or England in general) tends to fall down. Of course, London does have a lot to offer most people in the way of entertainment, but for the younger generation, there's really only one place to be - The Trocadero.

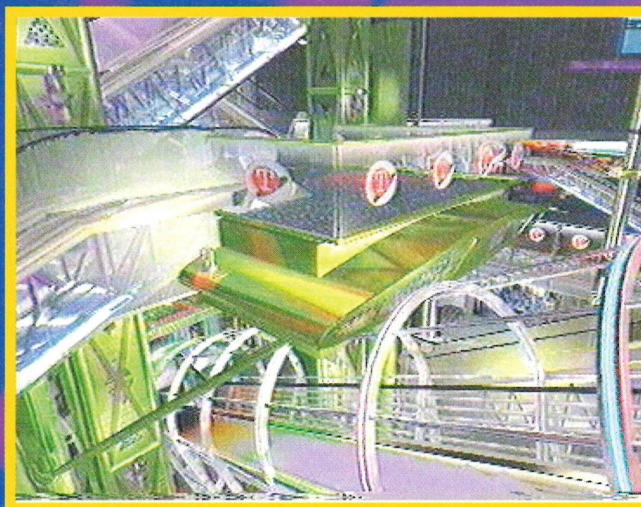
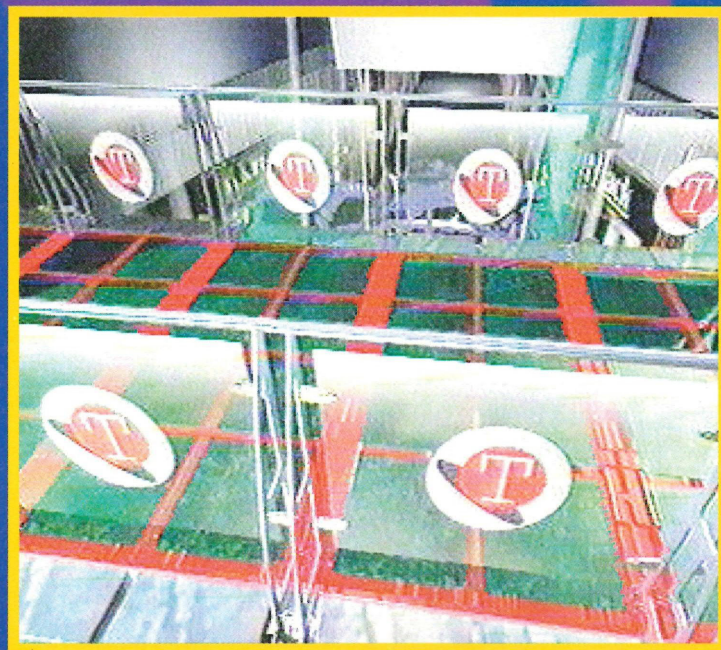
This massive indoor amusement centre has had a huge history which started in 1531 when the land that the Trocadero now stands on was bought by Eton College and the Mercer's company which was a very old guild. Since then, the site has gone through many changes of ownership and has been everything from houses, a circus, a restaurant, a bowling alley and even a casino. Now of course, the Trocadero is one of, if not, the largest indoor amusement centres and now Sega are



currently making it even better.

Sega have said this before, of course. Bournemouth was the site of the first official Sega centre and despite all the promises and advance drawings, it just turned out to be a pretty average arcade. The centre was

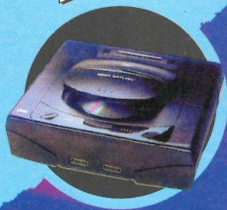
● Each section in Segaworld is and decorated in the unusual Sega style. Characters adorn the walls where ever you turn and judging by the computer rendered simulation, it's going to be quite breathtaking when it is finished sometime in July. Hopefully all will go well and you can visit the centre by August.



supposed to have shops, a kids area and plenty of attractions for the older members of the family, but once it opened, the collective hearts of Bournemouth sank when they saw just another arcade, even if it was one of

the better ones.

The Trocadero's Segaworld is a different kettle of fish altogether. Now nearing completion (it's scheduled to open sometime in August), Segaworld will become the world's largest indoor theme



park and Europe's first of the kind. It will be open 364 days a year (the poor staff will only be getting Christmas Day off!) and will be open for 14 hours a day. In all, Sega have invested £45 million in the building of this new attraction that even eclipses Japan's massive parks, but some of the stats are even more impressive.

The whole of Segaworld will occupy 110,000 square feet - an area larger than the Albert Hall! The entire complex could theoretically hold 10 Wimbledon tennis courts or 735 London buses. The area is spread around seven individual floors and can hold 3,000 visitors at one time. It contains six zones - Sports

Arena, Flight Deck, Race Track, The Carnival, Sega Kids and the Combat Zone which house hundreds of arcade games. In addition to this, six interactive 3D rides will be available at Segaworld. These state-of-the-art simulator feature individual virtuality helmets for all the riders, but words cannot do them justice! The six rides are completely exclusive to Sega, having been developed in secret over the past few years.

The interior of Segaworld is just as impressive as the stats. The first thing that visitors will see (and use!) is the Rocket Escalator. This mammoth moving stairway will take visitors up five

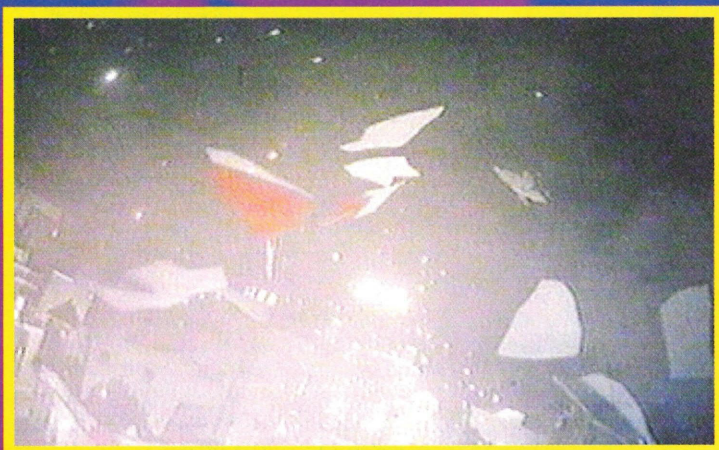


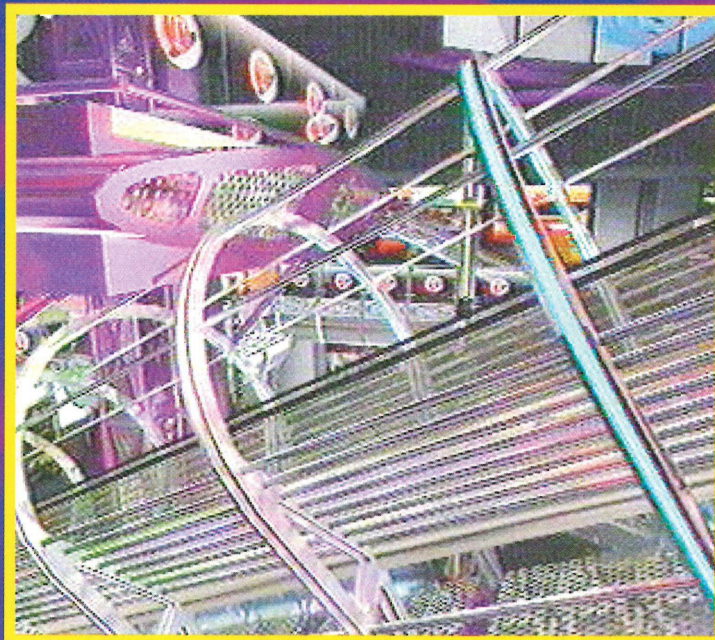
**The
decoration in
Segaworld is
just as
important...**

floors at once, as well as treating them to a ride that you simply can't get on the London Underground! The decoration of Segaworld is just as important as the rides, and no expense is being spared when it comes to the decoration. Sega have even gone to the trouble and considerable expense of

incorporating a real-life, serving Harrier Jump Jet into the interior design. No, this isn't a replica, but a proper jet! Apparently, it's even seen combat in the Falklands war and this gives a little indication as to how seriously Sega are taking this project.

The rest of the areas will be complemented by the six interactive rides. These use the new Mega Visor Displays (MVD) to give an overwhelming sense of realism. A high-resolution computer image is projected into an MVD which the visitor wears on their head,





● The Rocket Escalator is one of the main attractions of Sega World. It's made out of a purple frame and takes visitors up five floors at once, allowing them a look around them as they rise.

● The promotion video Sega are sending out includes a simulated walkthrough of the complex.

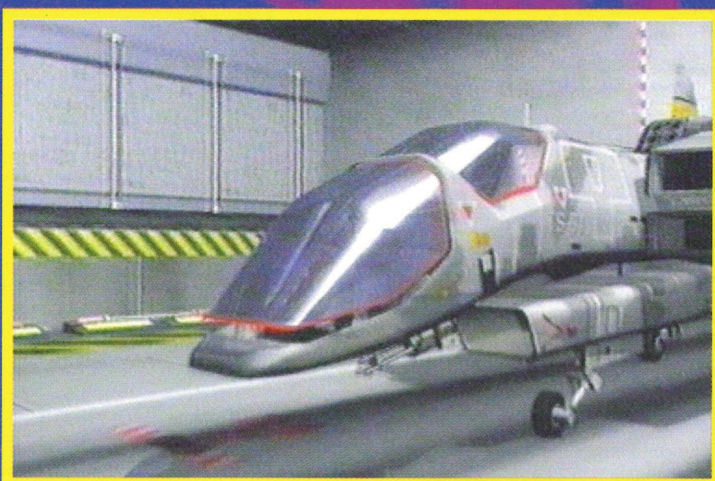
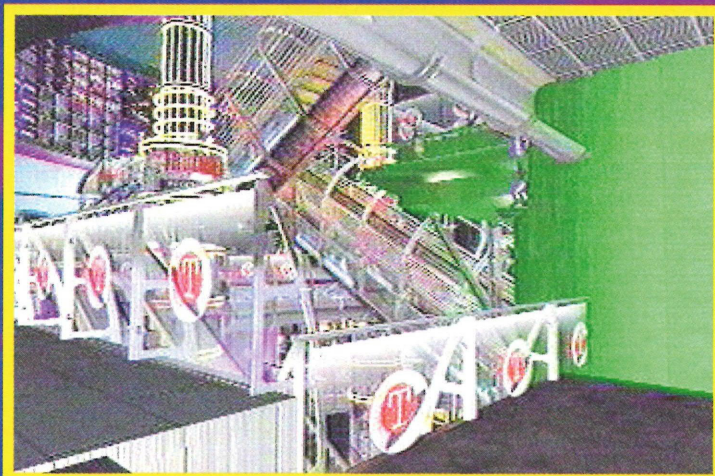


giving them a 360 degree view of their 'surroundings' on the ride. Massive supercomputers control each helmet, allowing them to act independently of each other, creating a totally individual ride experience for each person.

Of course, no theme park is going to survive unless people

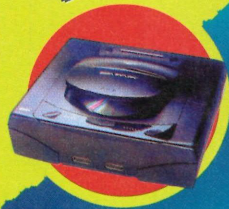
come to see the place. Sega estimate that 1.75 people will visit Segaworld during the first year, while an estimated 16 million people will pass through the Trocadero itself. Annually, around 23.9 million tourists come to London and out of those, 74% come to Picadilly Circus. In short, Sega don't expect there to be any shortage of visitors to Segaworld, and judging by what we've seen so far, we're going to be one of the first visitors through

the doors. All that remains to be seen is if the general public take to the new attraction. The UK's interest in theme parks is increasing, and Segaworld has come along just at the right time for everyone. We'll keep you posted of any news as soon as we get it.



Saturn

Feature



● Sprry Bond, but there's no lying down on the job in *SegaPro*. Get on your feet before I tell Money Penny just what you've been up to all these years!



Movie 1

Sega Saturn owners have the rather nice option to be able to watch tones of high-quality Video CDs. Dino gets himself settled in for a night of new James Bond movies. Who says that computer journalists always play games?

Along with the ample amount of superb games available for the Saturn, it also has a lot of other delights in store for uses to try out. Of course, you're going to need the Sega DV cartridge first, but just think of the whole new world that will be opening up for you.

Video CD has been around for quite a while now, but the early attempts at producing these videos left a lot to be

desired. Video CD uses a system call MPEG to encode the on-screen image and compress it into a small enough size to fit a moderate sized film onto one or two CDs. This is done by taking certain frames of the film and designating them as 'key' frames. These are stored in their entirety but all the other frames after it are stored as changes in the key frame.

The first attempts at this encryption left a lot to be desired. So did the choice of films that were subjected to these early attempts at conversion. Still, as time moves on, things tend to get a little better and now the encryption process has become just as good (if not better in some cases) as actual video.

● I don't think I've had the pleasure... The name's Bond - James Bond and I'm at your service.

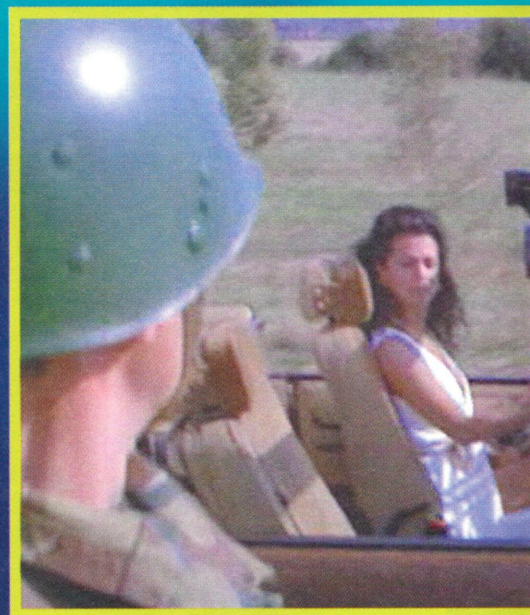
OCTOPUSSY (1979)

Okay, so Roger Moore is still the best James Bond there's ever been, but his career has had a few low moments as well as its highs. Thankfully, this film is one of the high points.

Of course the film revolves around a plot to take over the world (or in this case, a renegade Russian general) and an egg. Yes, I know that this is slightly unusual, even for a Bond film, but if you persevere, then all becomes clear. Bond spends his time alternately being shot at and bedded by beautiful women - even the namesake falls under James' predictable spell.

Considering that this is quite an old film, the encoding is excellent and the film is complete on only two CDs.

● Well, like Bond had and luck es from ce death a





● That's a smashing blouse you have on!

Madness



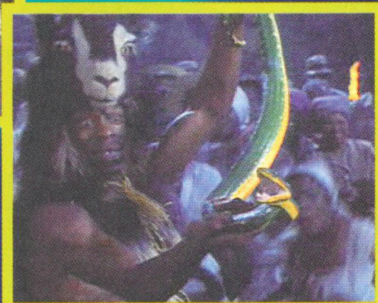
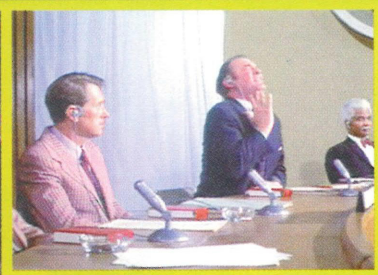
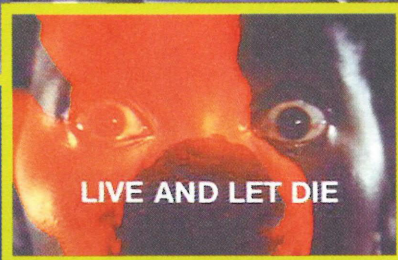
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LIVE AND LET DIE (1973)

Weehaaayyy! Jane Seymour! What more incentive do you need to watch this Bond movie (unless you're one of the female versions of our species)? Moore gets caught up in a world of Tarot, Voodoo, Black Magic and a fair amount of gunfights in this film. It's not one of his best, but it's still worth shelling out for just to see Mr Eyebrows use his charms to good effect.

This film also includes probably the best chase scene of any Bond film, namely the speedboat chase through Louisiana Bayou. It's worth buying this Video CD for that brief moment of perfection alone.



● That's a rather large one you've got there my friend. Are you sure that it won't bite me?

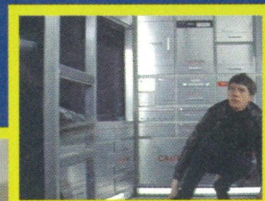
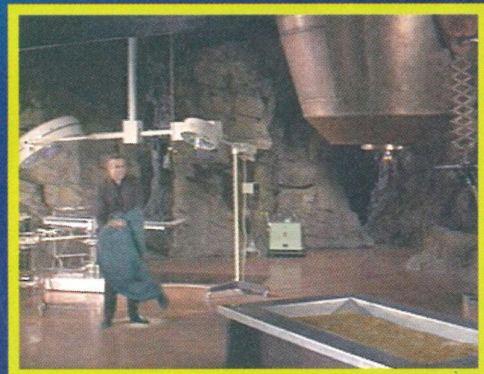
DIAMONDS ARE FOREVER (1971)

Diamonds are being stolen from South Africa, but none of them are appearing on the market. It's Bond's mission to discover who's hoarding these diamonds and why. Bond discovers that Blofeld has constructed a massive space-based laser cannon using the diamonds and intends to sell it to the highest bidder.

Plenty of action in this episode of the ongoing Bond drama. Even the encoding (considering that this is one of the earliest original films to be converted to MPEG format) is very good.



● Why is it that the bad guys in Bond films always take their dress sense from the Beatles? They all look the same!



● I think this guy is about to do something very naughty!

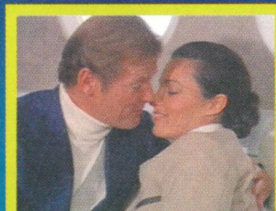


MOONRAKER (1979)

Hummm. Lots of good-looking girls, a few space shuttles and some deadly gas. All we need now is a mad bloke to be the bad guy and we have the essential ingredients for a top-notch Bond movie. Enter Hugo Drax and Jaws (all 7' 2" of him) and there you have it.

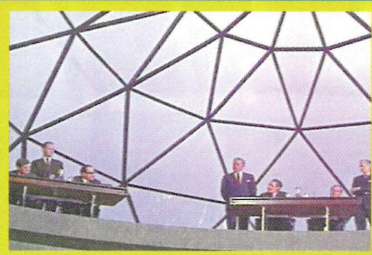
As you might expect, this is one of Roger Moore's last films as James Bond (his last one was in fact A View to a Kill), but his acting talent has never diminished. He can still throw in the quick, witty one-liners and the general quality of the film is excellent.

● Anybody got a bucket of water for these two? He always gets the girls...

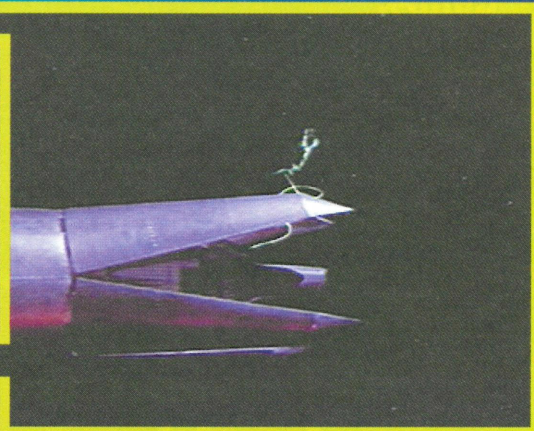


YOU ONLY LIVE TWICE (1967)

This is an unusual Bond film for a number of reasons. Firstly, Bond gets married (shock, horror!) and secondly because we're introduced to Ernest Blofeld in the flesh. Thunderball is not one of the better Bond films, and actually, is my least favourite of the lot, but it must be said that the encoding on this very old film is superb. There was some doubt in the office as to whether the quality of these films would be of an acceptable standard, but it seems that Phillips have come through and delivered the goods in terms of quality.



● Bond gets to grips with yet another young lady. It's a wonder that he has any energy left to save the world after his numerous affairs!



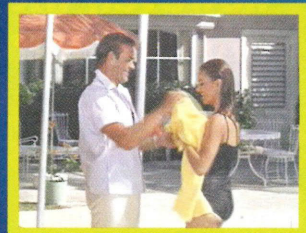
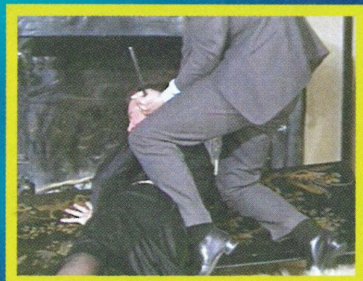
THUNDERBALL (1979)

Sean dons his suit once more to brave more dangers, both in and out of the casino for this timeless film. Even though it was filmed in 1979, it looks much, much older but the encoding quality of the final version is top-notch.

Bond has to track two hijacked NATO aircraft and their payload of atomic bombs. This leads him into all sorts of spy-related malarkey (as per usual) and a string of pretty girls (yet again, as per usual).



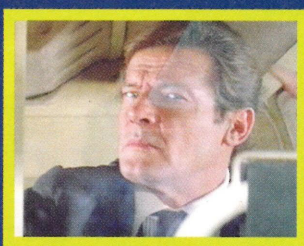
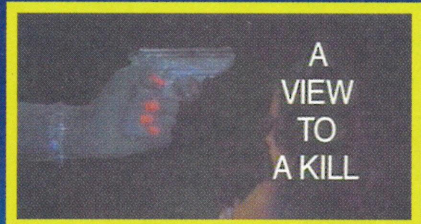
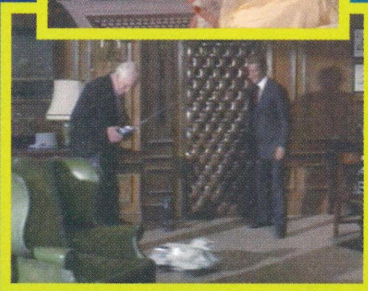
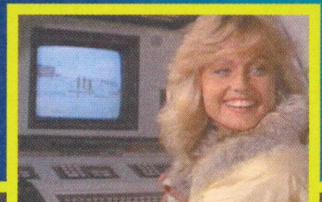
● Look at the mess you've left in this fireplace! Clean it up at once!



A VIEW TO A KILL (1985)

Tanya Roberts, probably the most gorgeous Bond girl to have ever graced the screen is a massive reason for watching this film again. This was Moore's farewell Bond film, and as you'd expect, he puts up a sterling performance as the romancing secret agent.

In case you haven't seen the film, the plot revolves around a scheme to destroy the whole of Silicon Valley in one foul swoop, thereby giving the entire microchip market to one zealous criminal. Bond travels the globe in search for the answers and gets into some of the most humorous scrapes yet seen in a bond movie (the chase through Paris is particularly noteworthy). An excellent film from the best James Bond actor who has every had the chance to play him.



FOR YOUR EYES ONLY (1981)

Here we go again. Take one English spy ship, put it at the bottom of the ocean before a very important box has had the chance to self-destruct, add the obligatory pretty girl and the bad guys who are trying to get hold of the box before anyone else and you have yet another classic Bond movie. That it, of course, if you ignore the fact that this is probably Moore's worst Bond film ever. The plot is flimsy (even for a Bond movie where you can get away with just about anything) and the humour seems to have been lost somewhere in the writing. The encoding of the Video CD itself is okay, but there are occasional scenes where the picture is prone to break-up.



Saturn

Preview



Return

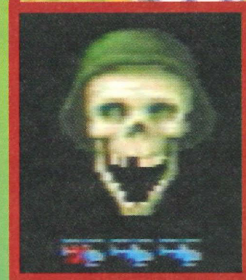
Strategy games are not really part of the diet of your average Saturn owner. This could all change, however, with WI's newest product, *Return Fire*.



Sega owners in general are not used to the Strategy genre. The only other game that I know of was a strange German Megadrive game that was released officially, but I can't even pronounce the name of it, let alone spell it. A German mate did tell me that it translated as *Princes Two* - humm. Anyway, it was a split-screen affair that pitted you against either the computer or a friend. You each had a small amount of money (which increased with time) that could be used to buy armaments with which to attack you enemy and destroy his base. It was a simple game but kept me up till the wee hours of the morning on many occasions.

Return Fire is a, humm, return to these old values. The game is playable by either one or two players and follows pretty much the same format as *Heirswiog Zwei* (there, I gave it a go - I make no apologies if that name is completely wrong!). You control a small amount of armoured forces that have to be used to find your opponent's base, capture their flag and return it to your stronghold. The only problem is that your opponent will be trying to do the same thing to you, so a balance between attack and defence must be struck.

The one player game



● The helicopter is useful for scouring your enemy in search of likely buildings that may be holding the flag. Sadly, however, it can pick it up - the jeep is the only vehicle that can do this. Flying around blowing up things is still great fun, however and you have to try it every once in a while.

Fire

revolves around the 100 or so missions. These start off pretty simply and more or less stick you straight next to your opponent's base. From here, it's just a matter of getting your tank out (ooooeerrr!) and blasting away their defenses until your jeep (this is the only vehicle that can pick up the flag) can nip in and grab the offending piece of cloth. As you progress through the game, however, the landscapes become more complicated. Islands are linked by narrow bridges that just invite you to steer your tank into the murky depths of the surrounding water and the enemy bases are a lot more heavily defended.

You start off with a small group of vehicles with which to accomplish your mission. These range from the afore-mentioned tank to a small armoured personnel carrier. The heavier vehicles can simply pound the enemy into rubble, while the faster, less armoured types are

good for looking around.

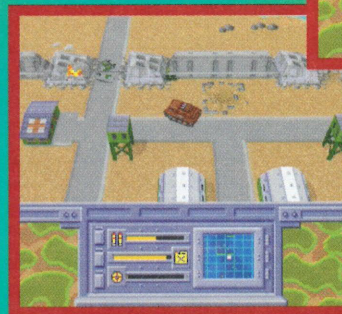
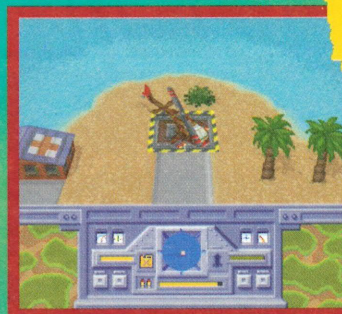
The backgrounds in this game are very well drawn. All off the scenery can be interacted with and you can even run over fleeing soldiers and squash them into bloody stains on the ground. The music is somewhat unusual as well. WI have gotten hold of the rights to some of the most well known classical pieces that are themed to each vehicle and the action happening on-screen. The jeep, for instance, uses the Flight

of the Bumblebee - very apt for it's accompanying sound effects!

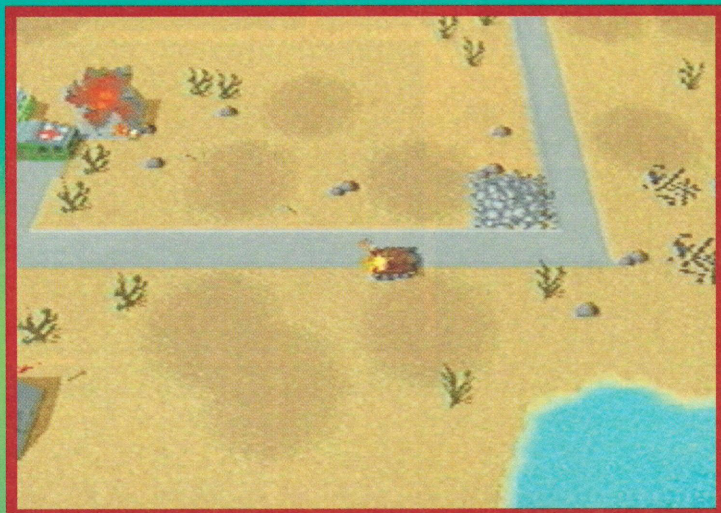
Return Fire is looking very good. While the single player game will no doubt keep you occupied, games like this really come into their own

when you sit down with a friend and play it. There's a certain something that makes strategy games better with two human players, and no doubt this trend will continue until we discover how to make computers just as smart as we are. Until then however, just get a friend in and blast the hell out of him!

You start off with a small group of vehicles...



● Once you've looked around, you can bring out your tank and start killing things. This is the best bit of the game and the one bit that will stick in your mind for a while!



● Warner Interactive
● £TBA

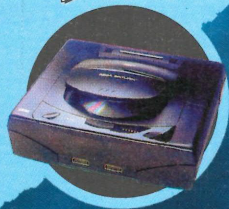
Completion

1st Impressions

Return Fire is a look back at what games were like. It's fun to play and even though the Saturn version is still in production, we were lucky enough to be able to play the finished PC version. The graphics, while simple, do the job and the sound and music really make you want to chuckle on more than one occasion. This is the game that many Saturn owners have been waiting for, and we're just about to join the queue.

Saturn

Preview



Star Control 3

Any Megadrive owner will remember *Star Control*, one of the best two-player games that ever graced Sega's 16-bit console. Now, two revisions later, we're faced with the third game in the series, and this time it's for the Saturn.

Ah, those were the days. Plenty of Megadrive games around, the console was the best in the world and any SNES owner who said otherwise was subjected to a good kicking behind the bikesheds. Yes indeed, times were good.

Days of old at Sega Pro were filled with two-player games of Madden, NHL Hockey and plenty of Sonic time trials. We were happy, we were content, but something was missing. We needed to be able to blast the hell out of our friends as mashing their faces in the dirt, slamming them against the barriers or humiliating them with a superb time were getting a little bit tedious. Then came *Star Control* - a rollercoaster of a two-

player game that allowed you to choose a teams of futuristic spaceships and pit them against each other until one team was left victorious.

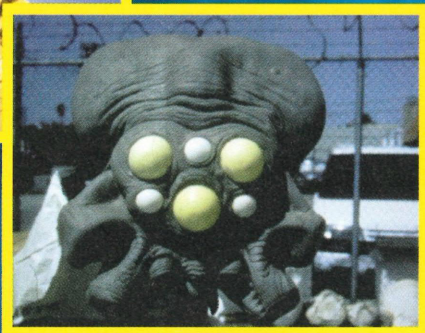
Suffice to say, no work was done for quite a while. We spent the best part of a week getting to grips with our new-found allies and using their massive destructive weapons to kick the hell out of everyone in sight. No one was safe

designers, secretaries and yes, even the MD got his hand in (although no one could beat him at Super Mario Kart). Who cared that the single player game was about as useful as a chocolate teapot. We loved it at we played it to death. Yes, time were good.

Now the world has changed. The Megadrive has fallen into



● Weird alien creatures galore! We tried to get them to include Miles, but they said he was just too ugly.



obscurity and has been ditched by Sega themselves. So what are we left with - not a lot is the answer. That is until WI announced that they would be converting a stonking new game to the Saturn.

Yep, you've guess it - *Star Control 3* is in the making for the Saturn. It has kept all the

elements that made the first two *Star Control* games the hits that they were - namely the

No one was safe - even the MD got his hand in...



● Warner Interactive
● £TBA

Completion

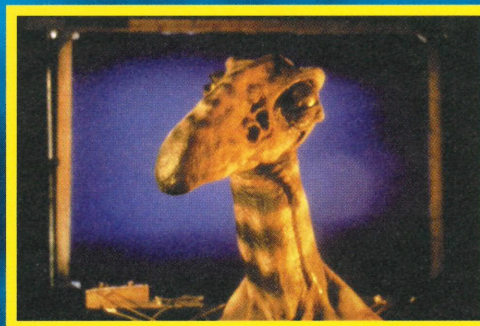
1st Impressions

Star Control is a look back at what games used to be like, and hopefully what they will be like in the future. It has enjoyed a long and prosperous life on the Megadrive, and now it is hoped that the trend will continue with the newer, Saturn version. We look forward to seeing the finished version soon.

gameplay. **Star Control** has always been quoted as being a two-player game as the single-player modes have generally sucked. This time, however, WI are confident that the strategy element is going to have you hooked as well.

You are the commander of a fleet of ships and have to battle against the representatives of 24 different alien types in order to

save the very fabric of space itself. Each alien race has a different type of ship and uses different weapons and tactics. This was what made the first two games so challenging. Some of the ships had to be used very carefully when faced with much tougher opponents and relied on their speed and agility rather than their brute force.



● Each race has their own unique brand of ship and weapons that make them quite unpredictable in combat. Choose wisely, or die like a dog!



Saturn

Review

● SEGA ● £44.99 ● OUT NOW



Panzer Dragoon

I'll be the first to admit *Panzer Dragoon* wasn't entirely what I was expecting. No sign of any German tanks or anything like that. Instead I found myself confronted by a... dragon. Yiiisssss! Okey dokey. Onward I ploughed and to be fair it wasn't a bad little shoot-'em-up. Not brilliant you understand, but not bad. The graphics were brilliant and put everything else the Saturn had to offer back then in the shade. Unfortunately the Achilles heel which dogged so many early super console releases was apparent once more. Gameplay was secondary to looks and sounds.

Naturally things settled down after a while and programmers actually started putting together things you could actually play as well as drool at.

A year on and *Panzer Dragoon* has been sequelized to very fine effect. The graphics are even more stunning than before with more detailed scenery, improved texturing on the sprites and a wonderful shimmering water effect on the fourth level. It must seem to be appreciated. The dragon now starts off as a flightless baby running across the landscape but he grows and becomes more powerful as you progress through the levels. One grievance many had with the original was the lack of freedom within levels themselves. There was only ever one route to take and this has been taken into account. Every so often the path

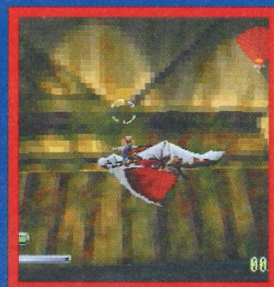


splits giving a choice of routes. Some are more difficult than others but more danger means more points. The guardians also vary depending on the route chosen adding even more variety. Each level is pretty short so rather than getting one big game you're getting a whole series of smaller challenges. With the different route choices there are dozens of possible combinations and it's up to the player to discover the way which yields most points.

Inexplicably there are no new weapons. Gameplay remains very close to before. Shoot the bad guys with lasers or hold the fire button to lock on for homing missiles. And that's about it. Having said that it feels somehow different. Maybe the controls are more responsive, it's hard to tell, but it definitely plays that bit more satisfactorily.

When all's said and done, despite the addition of a few knobs and sods *Panzer Dragoon* is still basically *Space Harrier* for the nineties. A dated concept brought up to date with the aid of a fantastic graphics engine. There

It's not a Panzer, and there are no Dragoons in it. In the best tradition of slightly surreal cider ads, Sega Pro lifts the lid on the follow-up to the Saturn's most popular shooter to date.

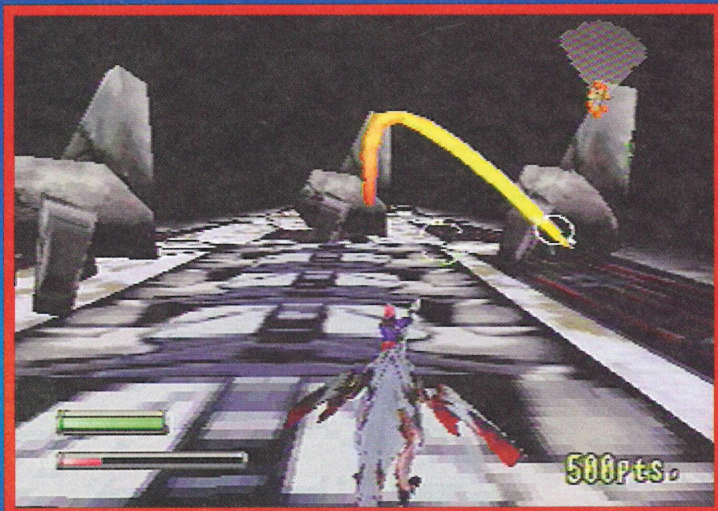


● Okay, so there's no prizes for guessing that the creatures in this game are slightly surreal, but that's the norm at the moment.

2

**More
strategy
would've
been nice...**

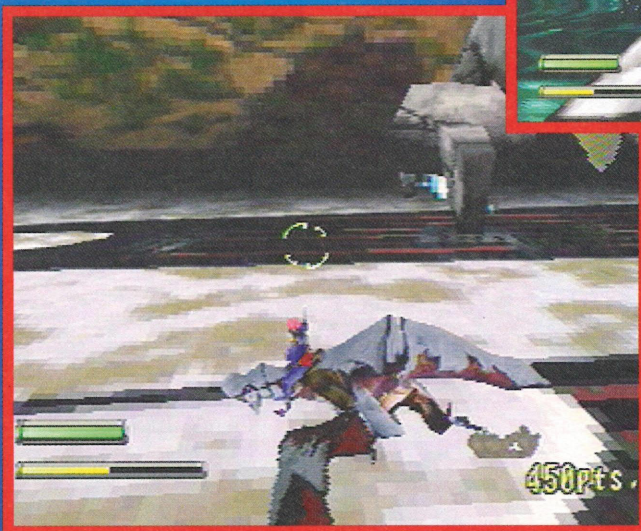
must however be concerns regarding long term appeal. More strategy would have been nice. Adding a few flight-simmy special manoeuvres would've made it all the more interesting and taken some emphasis away from the constant blasting which becomes tedious when it's laid on so relentlessly.



● Despite all of the fancy graphics and such like, *Panzer Dragoon 2* is very much a re-hash of *Space Harrier*. Then again, it's pretty good fun to boot and has loads of action in it.



● Some of the special effects in this game are quite breathtaking. The water on the third episode, for instance, is something that you really have to see for yourself.



Proscore 86

Fans of the original game will be dead chuffed with its sequel which makes all the right adjustments. Doesn't offer anything really new.



Magic

Never let it be said that the Saturn is falling behind the other 'super consoles' out there. Many of their games have been converted to Sega's illustrious console, and have turned out better than ever before.

Yes they have. Don't argue with me! Just take a look at some of the best games in your collection and you'll see what I mean. Any new console will inevitably have some games converted for it - it's a simple and cheap way to get some quality software out for a new console.

Sometimes though, publishers can take it a little too far, and this has been happening to the Saturn recently. Rather than concentrating on their own stuff, many publishers have been looking through their old back catalogues and then converting just about anything to Sega's flagship, regardless

of whether it was any good in the first place. Other systems suffer the same problem, so don't start writing in to us and complaining that we're slagging off anyone within sight. We all like to see the odd old game on a new system, but unless they're worth playing, it's really hard to condone the practice.

Then again, once in a while a real gem will pop up and make you take notice once more. *Magic Carpet* is such a

game. When it was released on the PC way back in 1994, the entire PC world sat up and barked on cue. Even though the game was written as a Pentium-ready product

Once in a while, a real gem will pop up...



● Of course, a real gameplayer would avoid these fireballs, but we had to go and give this game to Miles, didn't we.

(Pentiums in 1994 were about as exclusive and expensive as your average Tory MP), it sold like hot cakes. The brilliant blend of strategy and shoot-'em-up action mixed with a nifty network option and lashings of superb graphics more or less guaranteed success in every way.

Magic Carpet has been converted onto the PlayStation and was well received by the media as well as the general public. Somehow, the conversion managed to keep all the ingredients that made it such a smash hit on the PC. Of course, PC owners are now on their second helping of *Magic Carpet*, but Saturn owners are

still awaiting the first look at the game - until now.

Just in case you're not familiar with the game (I hope that was a warm cave that you've been hiding in for the past few years), let me explain. The world in which you live has been witness to some horrible things. For generations, man has minded the earth for Mana, the physical form of magic. Using this magic, wizards of dubious nature have been warring amongst themselves for a long tie, creating huge beasts to fight their battles for them. You are the young apprentice of one such magician, but your master decided to tackle the problem from a different angle. Calling upon all his powers, he created a spell that would devastate the other rouge magicians and leave him victorious.

Something went wrong, however, and our master perished amongst the

● After a hard day battling against dragons, why not take a short spin on your magic carpet and see the sights?



Carpet



● Mirror, mirror on the island - where will you take me if I wander inside you? Probably to a place filled with pain, no doubt.

earthquakes and storms that the spell produced. The aftermath was one of turmoil - the balance of nature had been severely disrupted by the spell and the entire world (and indeed the universe) is in danger. It's up to you to restore the balance in different parts of the world, and this is where the fun begins.

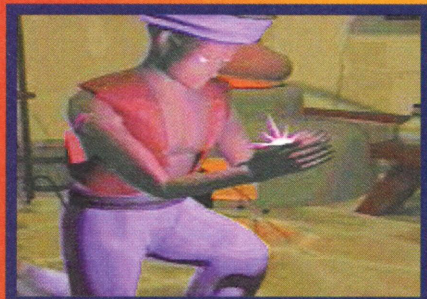
You have to control your carpet-bound magician on his long mission to restore

the balance of nature. This is done by collecting a certain amount of Mana on each level. Mana looks like a golden globe, and you collect it by shooting a special 'collect' spell at it. When it is your, it changes colour allowing it to be identified as yours. The trouble is that many other magicians are trying to collect the Mana for their own ends and can change it to their colour as well.

Mana is sometimes found just lying around, but most of the time you'll have to destroy some of the monsters that it has created in order to release it. To do this, you start off with a simple fireball spell. As you progress through the levels, the monsters become more and more powerful, so you need more powerful weapons with which to kill them. This is done by collecting spells on each level. They are represented by jars that can be picked up by flying through them. However, some of the more powerful spells are hidden or, even worse, protected by some powerful creatures that you will have to defeat or avoid if you want to live long enough to use the spell.

Collecting all this Mana is all very well, but you're going to need somewhere to store it all. This is where the 'Build castle' spell comes into play.

● Praying while flying a carpet is dangerous to your health.



Your castle acts as a storage depot for your collected mana and also acts as a refuelling point for your health. The castles start off as very small affairs and can easily be destroyed by other wizards, releasing all of your collected Mana for them to steal at their leisure. Repeated use of the spell will make your castle stronger as it increases size, as well as producing more of



● Listen, mate! I told you before about flying around outside before I got home to feed you. Now buggie off before I get the newspaper out.



● These crawling slug things are more annoying than anything else. They're hard to hit and can chuck some pretty mean fireballs at you with frightening regularity. The only thing for it is to slip from side to side and give the giant slug as good as you get. Just remember to keep an eye on your health and spell levels and get ready to make a run for it should your health get to breaking point.



● The intro to this game is superb. It lasts for a good five minutes and shows your alter ego battling with a dragon that is attacking your castle. If only the game used graphics like this, eh? I guess we're going to have to wait a while for that...

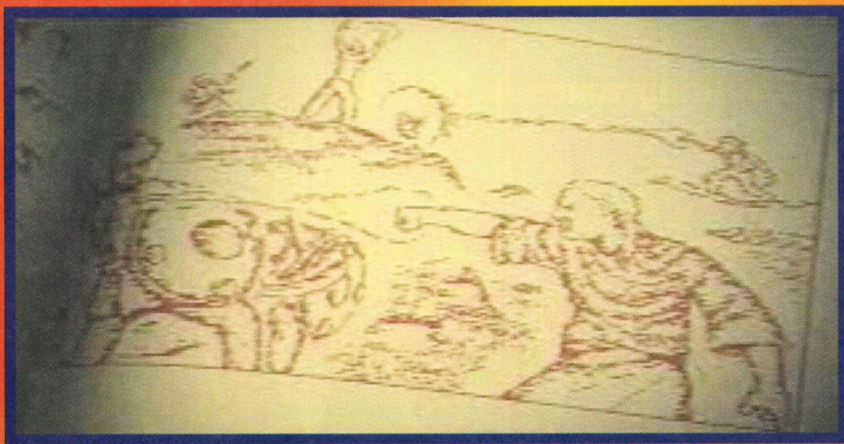


● Of course, you're not going to get anywhere in this game unless you collect all the Mana you can get your magical little hands on. The golden balls are not yet owned by anyone, while the bluish one has just been collected by my good self. If it stays that way for long enough, one of my castle's balloons will come along and suck it up, ready to be transported back to my home castle where it will be safe (for now, at least!) from other wizards.

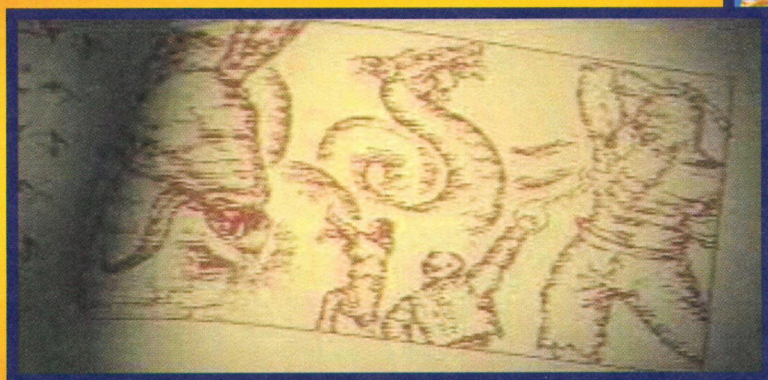
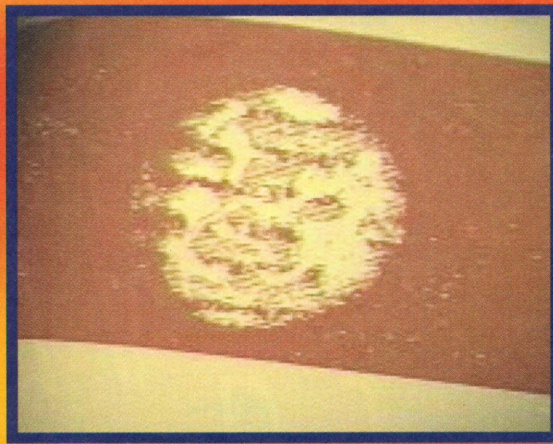
● This is the dragon that you will meet many times during the course of your game. They're rather tough to say the least, and the only way to kill them for sure is to let loose a few Meteorite spells in their general direction and then stand well back. The occasional Lightning spell also work wonders with these beasts, but you have to watch if the spell is actually hitting the bloody thing or you'll waste a lot of Mana in a very short space of time.

● It may look peaceful and quite, but fly into this circle of stones to collect the Mana and you're in for a very big surprise. Magic Carpet's landscape is full of little triggers that set off reactions when you fly over them. It's fine when you know where they are, but your first attempt at a new level may be very short lived if there's plenty of these little blighters around.





● The intro also uses an animated storybook that is narrated as the story progresses. Just the thing to put your kids to bed with at night.



● Large monsters, big serpents and lots of funny smells. No, it's not Miles' bedroom before you ask!



● These stone markers sometimes trigger some nasty things.

the flying balloons that scour the landscape and pick up the Mana that you have collected.

This is where the strategy element comes into play. On the first few levels, you only have to worry about finding enough Mana to complete the level. As you progress however, there are other wizards in the area that are trying to do the same. It becomes a battle of wits as you try to keep the Mana that you have collected for long enough for it to be transported back to your castle while defending yourself and your castle from attackers.

Of course, the storyline for

Magic Carpet produces images of some superb graphics, and these were probably the only downfall of the original PC version. Because the machines of the day were still quite slow, the detail had to be turned down quite a lot in order to get the game to run at any reasonable rate. Thankfully, the Saturn doesn't have any of these problems. The display is presented in a first person perspective view and the scenery is based on texture-mapped polygons and sprites. The water in particular looks stunning, especially if you fly low over it and the entire game

gives a great feeling of speed and fluidity. The enemies themselves are no that pleasing to look at, but this really is only a cosmetic touch since you really don't get to see them for long! You can control two of your spells at one time, allowing you to fly around, picking up Mana and shooting everything that moves without having to change spells every few seconds.

Visually, the game is very good indeed, and the sound almost matches it pound for pound. The music is quite atmospheric, but it's the screams of rage from the various creatures on the ground and in the air that set your nerves tingling as you play the game. As you progress, the enemies get more and more tough, giving you a massive challenge and value for more which is something that many games lack in this day and age.

Overall, *Magic Carpet* must rate as one of my favourite Saturn games to date. It has just the right mixture of action, strategy and plain adrenaline to keep you going

for months at a time. Each level represents a tough challenge and if you're looking for a Saturn game that will never let up, then you need look no further than this one.

Proscore 94

A superb game that proves just how good Saturn games can be. A real gem of a game that will bring your Saturn to new heights of excitement and playability.



Saturn

Review

● Infogrames ● £44.99

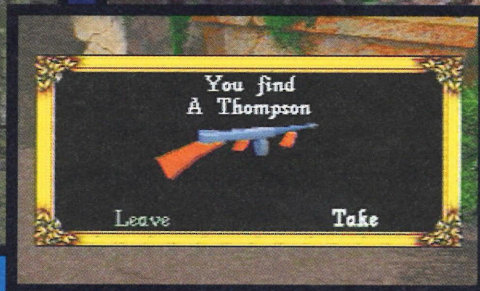
Alone in the Dark: Jack is Back

Alone in the Dark was one of the moodiest and scariest games on the PC a few years back. Now the sequel comes to the super consoles but does it still fill the pants with pooh? Fearlessly we investigate.

I remember seeing *Alone in the Dark* when it first appeared years ago on PC. It was pretty impressive then with its switching camera angles and polygon sprites. Having seen it again recently (it's just been re-released on Infogrames White Label) it looks a tad limp but that's not stopped its sequel coming out on PlayStation recently, and now Jack is Back on the Saturn.

The story takes place in the spooky corridors and overgrown grounds of a sinister mansion where it a

ppears legions of long dead pirates have risen from their watery graves in to make innocent everyday folk's lives a misery. A young girl has been kidnapped and held captive in the house and it's up to you as a private investigator Carnby to rescue her. If you don't know how it works imagine a point and click adventure in which you have direct control of the main character. The idea's to move around various locations collecting objects and using them in the correct locations to solve problems. The puzzles



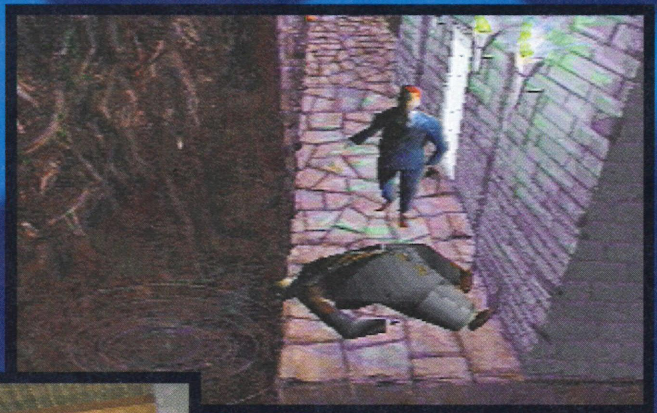
● The backgrounds are very good in this game - it's just a shame that the camera angles are a little bit on the daft side. One minute you're looking at yourself in a fight and the next you're staring at a bush or similar.



Really awful!



● Some nifty kicks and a few punches later and your first foe is on the ground, about to die. Time to look around the place.



● Drop me off here, driver. I've got a bomb to plant and some bad zombies to kill off before I have lunch.

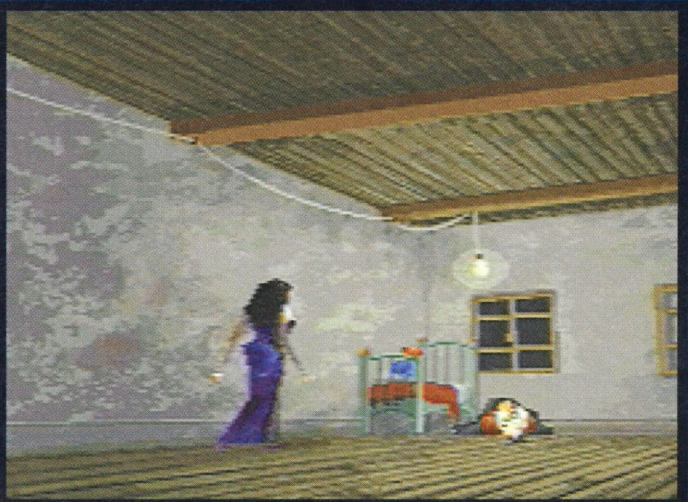
themselves are generally fairly straightforward. Not patronisingly simple but not infuriating so you end up getting hopelessly stuck every five minutes. Much of the challenge is in fending off the numerous sinister shotgun-wielding characters. You can collect various objects that will help you in your quest, but there's very little to throw you off the scent. You occasionally get stuck on a problem, but there's always something that will jog your memory, rather than making you think things through and sort them out. I guess I'm trying to say that it's a little bit too easy.

The novelty of the PC game was in the switching camera angles but they tend here to more of a bane than a boon. All too often the view shifts disorientatingly and you can't see who the hell it is you're supposed to be shooting! The maze section is particularly adept at doing this. One minute you're facing your enemy but one wrong step and you're looking at the back of your opponent's head and wondering why you can aim your gun any more!

Players looking for a change from the endless driving, shooting and footy titles on the

market might be tempted but so much more could have been done with it and somehow it just doesn't feel like a super-console product. It feels like a dated PC game, and I suppose that's because it really still is a dated PC game. If you think about it, *Alone in the Dark* has been around for donkey's years on the PC but it's only just been converted. Maybe software publishers should concentrate more on programming original games rather than converting every budget title in sight to the Saturn.

Alone in the Dark has been around for years...



Proscore
79

Looks decent enough, but the gameplay and niggly camera angles will soon get on your nerves. A nice try but falls short of the mark.



Protips

If you've got any tips or cheats that you think other readers would like to see, then send them into us and we'll see what we can do. Send your tips and cheats to: ProTips, SegaPro, 14A Union Street, Newton Abbot, Devon. TQ12 2JS.

Bug!

If anybody has been suffering a bugging from the game *Bug* then these cheats supplied by Jay Wilson from Axworthy should help you along just fine.

Level Select

At the main menu press B, A, B, Y, Down, Right, A, L, Down. During play L+Up will advance you a level whilst L+Down will take you back a level.

Previous Level Play

Pressing Up+Start will give a menu of previous games so there's no need to start again every time.

Sonic

To play as Sonic the Hedgehog the game must first be completed. Then going to the title screen and rotating the D-Pad until a jingle is played. A screen should appear with sound options 2 being displayed. highlight Sonic Bonus and press and hold down A+C.

Toe Jam and Earl 2

Somebody's been hard at work on this antiquated number and his name is Edwin Moore from Llareggub.

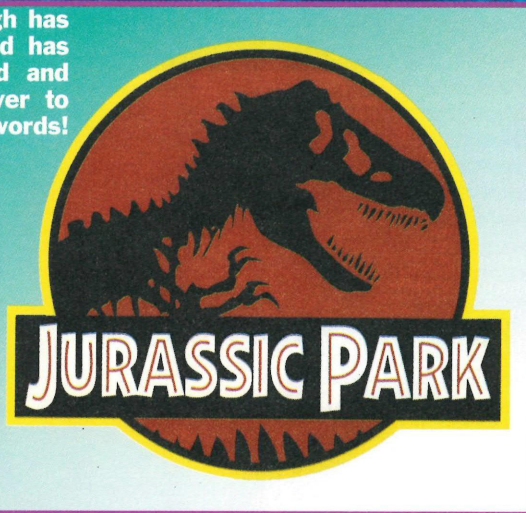
Level 3: C6T2ZE-ILEIC
Level 5: PT28KZFK2YJQ
Level 7: D9489128AT6
Level 9: JPTFXEW9WZ0Q
Level 11: T5QQCE2JA8PQ
Level 13: JP8Q1IAPC84N

Jurassic Park

John Manning from Peterborough has sent in a few golden oldies and has insisted that they be published and that we should tell you all never to forget your past. Mmmm, wise words!

Codes for Jurassic Park

Playing as Grant
Stage 2: 2LTJ301B
Stage 3: 41VS10DE
Stage 4: 67NRH01H
Stage 5: 8VVK654
Stage 6: AVVN659
Stage 7: CVVQ45C
Playing as Raptor
Stage 2: I21G0016
Stage 3: K21G0018
Stage 4: M21G001A
Stage 5: O21G001C



Daytona USA

Marcia Grancalli from Hull has sent in some top cheats for *Daytona* on the Saturn but we suspect they may have been done before, but hey, who are we to argue with a loyal Sega Pro reader.

To be a Horse

To become the now infamous horse set the difficulty to normal and then go to the Mode Select screen and choose Saturn. After coming first in all three difficulty levels on each track the horse should be available in the car selection menu.

Take Off

To make a turbo start during either the Advanced or Expert courses do the following. At the start hold down both brake and accelerate and maintain the revs around 6500. When the race starts release brake and of you go.

Reverse Track

To get the reverse version of the track choose the Saturn mode and go to the Track select screen. Hold down Start on the chosen track and it should appear in reverse.

Panzer Dragoon

David Smith from Digby says we all know *Panzer Dragoon 2* is just about to hit the shelves, and is infact reviewed in this very issue, but here are a few cheats for the original because of his refreshed interest.



Episode Select

To access Episode Select menu go to the Start screen and press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z

Rolling Dragon Mode

To get the Dragon to do roles during the game at the title press Up, Right, Down, Left four times. Then pressing the joy pad in any direction twice during play will make the Dragon do a role.

Smart Bomb

After activating the Roll Mode, doing a roll and holding down any other button will highlight any enemies nearby. Releasing the button will destroy all the highlighted enemies.

Unlimited Continues

To get unlimited continues go to the main menu and press Up, X, Right, Y, Down, Z, Left, Y, Up, X



Invincibility

To become invincible go to the main menu and press L, L, R, R, Up, Down, Left, Right.

Steven Hewings from Cambridge has sent in a few cheats for *Virtua Fighter Remix* which we reckon work on the original *Virtua Fighter* as well.

Virtua Fighter Virtua Fighter Remix



Dural

To play as Dural go to the character select screen and press Down, Up, Right, A and Left. To add Dural to the records screen, at the title screen press Up 17 times and then press Start. Go to the options screen and then Durals stats should now appear on the records screen.

Tiger

To play as Tiger wait for the Demo screen and press X, A. Wait for three seconds and then press B, B, C, A, C, B. Then go to the title screen and enter the Change Ring Size codes given below. If three bells toll then the cheat should have worked.

Change Ring Size

To change the ring size at the title screen press Up twelve times. Now enter the options menu, move down to Exit and then press Down and then A and a new screen should appear.

Character and Level Select in VS Mode

Press L and R together after a Vs match to bring up a character and level select menu.

Ranking Mode

To access the ranking mode go to the title screen and press Down, Right, C, L, R and Start.



ProHelp!

Okay - you're stuck on a game and you just can't get any further or maybe you just want to ask the Pro's advice on any subject in the Sega world? Maybe you've got some handy hints that someone else has written in asking for? Well, what are you waiting for - an invitation? Grab a piece of paper and a pen and send your letters into us and we'll help... Get writing to ProHelp, Sega Pro, 14A Union St, Newton Abbot, Devon TQ12 2JS.



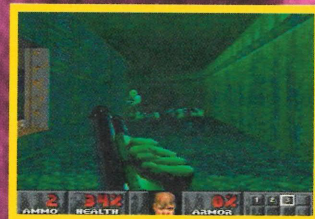
Doom Day for the 32X

Q:

Dear ProHelp
My friend has been trying to sell me his 32X because he wants to buy a Saturn and I'm not too sure what to do. He's only asking £50 quid for it and he's including the game *Doom* which is apparently dead cool. The thing is that I've heard so many bad things about the 32X that I really don't know whether I should buy it or not. Please could you advise me on what to do.
Scott Burns, Glamorgan

A:

It is a great shame but the 32X has suffered from the present aggressive market and has lost a great deal of support including Sega's. If you were to buy the unit you would not be able to buy too many new games for it but for the price he's asking it might be worth your while. In fact you could look at it as if your just buying *Doom* and getting the 32X free. The game *Doom* is indeed amazing and plays brilliantly on the 32X so we reckon it is worth your while buying it since it's only fifty quid.



• Eat this, Mr nasty Imp!

Questions questions!

Q:

Dear ProHelp

Thanks for a great magazine and I hope you can answer some of my questions. The number of games that are coming out on the Saturn is making it hard to choose which ones to buy.

1. I would like to buy a racing game for my Saturn and I've only really got enough money to buy either *Sega Rally* or *WipeOut*. Which one do you suggest to buy?
2. Are there any flying games which might be worth while buying? If so could you please tell me which is the best one.
3. Does the Saturn have MPEG built in because my friend thinks that it hasn't but I reckon it has because it plays films in games so well. Please support me on this so that I can prove him wrong.
4. Is there ever going to be a virtual reality headset for the Saturn and if so will it work on *Sega Rally* or *WipeOut*?
5. I've noticed that your magazine has become smaller. Is this because there are less Sega games coming out now than there used to be?

Simon Jones, Colchester

A:

Here's the answers to make your life less stressful in the thinking department old boy!

1. Although both *WipeOut* and *Sega Rally* are good games, the latter of the two is best because it contains so much more. *Sega Rally* also plays better and has better graphics although not sound. We suggest you get *Sega Rally* because we've had more fun on it than *WipeOut*. Case Closed!
2. There are not that many flying games around right now if your looking for a serious simulator but there are a few arcade type games. *Deadly Skies* from JVC is pretty good if you want a jet game and *Thunderhawk II* is pretty good if you want a helicopter game. We've heard rumours that Sega might be producing an arcade perfect conversion of the old classic *After Burner* but we'll just have to wait and see.
3. Unfortunately your wrong about the Saturn containing an MPEG card as this has to be bought separately. The Saturn contains it's own custom chip

which is much cheaper to produce and still provides a great picture but it won't be able to play film CD's because it is not the universal standard.

4. There is no virtual reality headset available for the Saturn just yet but there has been rumours that Sega has been having talks with *Virtuality*, a company which works exclusively with virtual reality technology. Even if the talks have taken place there is no guarantee that this will produce a headset for the Saturn. It is more likely that an entire new console will be made including a headset or the technology will be used in the arcades. *Sega Rally* was never designed to accommodate a virtual reality so even if something appears it won't work.
5. Our magazine is not suffering from any lack of software because there is more being published all the time. What it comes down to is how many pages management allocate which at present ain't that many but you never know, things might get better.

Clockwork Knight

Q:

Dear ProHelp

My friend has just given me a copy of *Clockwork Knight* which he says is really naff and quite honestly I have to agree. I've written in to ask for some cheats because I can't be bothered to work at the game just to see its only good aspect the graphics. Hop you can oblige.

Steven Davis, Plymouth

A:

Clockwork Knight isn't that bad but you're right in saying that its graphics are it best feature. Anyway, here's a few cheats to help you on your merry way.

999 Lives

At the Start screen press Up, Right, X nine times, Down, X six times, Left, X seven times, Z, X, Y, Y, Y, Z

Level Select

Go to the title screen and press Left, Up, Right, Down, Down, Right, Right, Up, Right, Up or Down selects the required level.

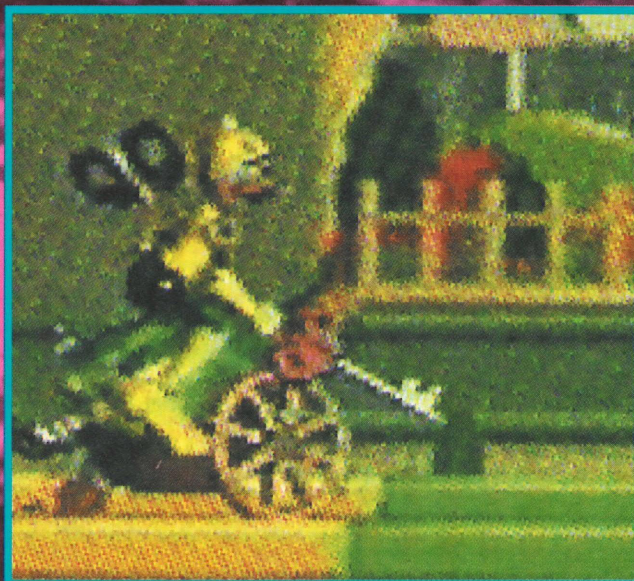
Bonus Points

To get a one million point bonus complete stage 2-2 in under thirty seconds.

Final Level Select

After doing the Level Select cheat, follow it with Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, Right.

• *Clockwork Knight* was the first major platform game for the Saturn and it's still popular today. It's a tad on the tough side, though.



A Lad Insane!

Q:

Dear ProHelp

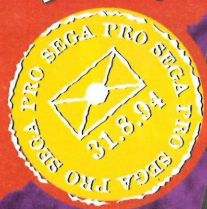
I've gone back to do a little reminiscing of late and I happened to pick one of my old games for the Megadrive which is called *Aladdin*. I don't remember ever having completed it and I still can't do it now. I know its asking a bit much to print such an old cheat but do you think you could give me any that might help.

Timothy Taylor, Wigan

A:

Just for you we have dived in to the depths of our fathomless pit of tips 'n' cheats to find you a cheat for *Aladdin* and it didn't 'alf take a long time so it better be appreciated. A can of lager would do nicely! Right, here it is. To skip any level you might be finding particularly hard during the game at any point press Pause and then enter the following: A, B, B, A, A, B, B, A. This should then whisk you off safely to the next level.

Protest!



Your Letters!

Your

Protes

PROTEST
SEGA PRO
14A UNION STREET
NEWTON ABBOT
DEVON
TQ12 2JS.



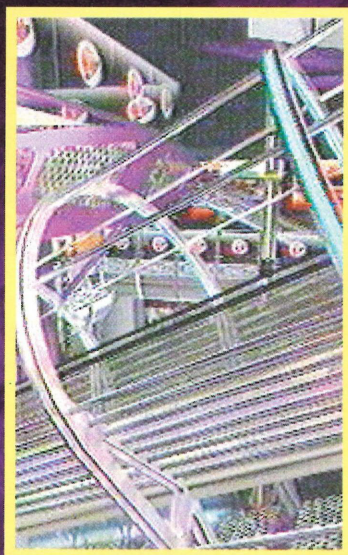
Yet again the postie delivers the sacks of mail that you send to us every day. Keep those letters coming - we want to hear from you no matter what you've got to say. What are you waiting for?

Dear SegaPro

I am writing in to ask what is happening to Sega. It seems to me that their restructuring and new marketing is leaving the core supporters to wander what's going on. In the past Sega were loyal to the people who bought their hardware with machines like the Master System enjoying a very prosperous life-span. So it comes as a great surprise to myself to discover that Sega have decided to drop any support whatsoever of several of their machines. For instance, the Game Gear has only been on the scene for a few years and then, all of a sudden, Sega declare they will no longer be supporting it. I feel particularly sorry for those who invested in the 32X which Sega promised would receive long support even though the Saturn would be their flagship machine but what happens, Sega drop their support. Such drastic changes I feel will have a damaging effect on Sega's future as people will not be able to trust their hardware support due to their track record. I personally own a Game Gear and a Megadrive and was tempted to buy a Saturn but thankfully I

waited to see its progress and now I'm not too sure. I would greatly appreciate it if you could clear the situation up a little and explain exactly what Sega are up to. I have always loved Sega games but I fear how long the Saturn's life-span will be. Please reply because I am sure other people as well as myself will be interested.

Adrian Cole, London



There seems to be a growing discontent within the ranks of loyal Sega supporters as to whether it is worth their while. Sega no longer appear to be the strength that they once were within the industry but it is safe to say that this isn't strictly true. There are several reasons as to why Sega have had to change their ways which is bound to offend some people. With the console market becoming more saturated and competition increasing rapidly by the day it is a fact that Sega are under threat. Newcomers such as Sony with its enormous marketing muscle have made a serious dent in Sega's market share which has caused them to re-think their marketing strategy. The old marketing methods of yester-year when there was only Nintendo to worry about were far easier as there was a guaranteed market share. Now however there is no longer room for everyone and some companies are going to be left by the wayside. Already Atari has been slaughtered and no doubt others will follow. As such Sega has had to become much more aggressive

and more flexible in the way it markets itself. As such some of its machines which were becoming more of a bind or anchor rather than an asset had to be dropped. These machines were either becoming too old or were a bad decision in the first place. Thus there have been casualties in the new console wars but hopefully Sega has become a more lean and mean fighting machine. Sega has no choice but to support the Saturn and it is encouraging other developers to support it too so there is every chance it will be around for quite a few years yet. There is no chance that Sega would make such damaging and costly mistake twice so confidence in them should be restored. Sega still remain innovative and competitive and still have a huge influence on the industry so there is no reason to worry any longer.

Pics!



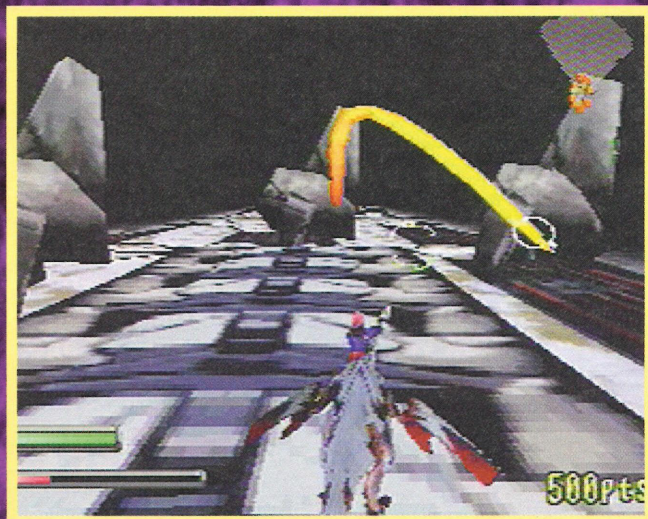
Dear SegaPro

First of all I would like to publicly announce that I am now the proud owner of a Sega Saturn and I am extremely pleased with it, almost. Initially I was a bit cautious of purchasing one because of *Virtua Fighter* which looked so poor compared to other machines games and *Daytona* also failed to impress. I finally made my decision when *Sega Rally*, *Virtua Fighter 2*, and *Virtua Cop* arrived around Christmas. These games show what I suspected all along, that the Saturn is the most powerful console on the market so I went out and spent my hard earned cash. I already knew how good Sega games were playability wise but I was concerned about third party support and I am still a bit worried. Looking at some multi-format magazines, other consoles seem to be getting a great deal more coverage and as for single format magazines, where have all the Sega ones gone. PlayStation magazines cover the shelves but it is becoming hard work to find a Sega mag. Even your own seems to be suffering. Please could you tell me what's going on as the future just ain't looking bright!

S. Wright, Poole



Welcome to the wonderful world of Saturn and we don't mean that great big ball of gas with rings all around it. Your concerns over support for the Saturn are understandable but things are certainly not looking as dim as you make out. In fact things are looking brighter than ever for the Saturn with a growing list of publishers developing for the Saturn. Just look at our previews this month to see the wealth of games that will be appearing in the near future. Don't fret as you made the right choice. As for why there are so few Sega magazines on the market right now who can say. Decisions as to what magazines will be published is a managerial one and is completely out of our hands. The thing is, it's not as if there isn't a market for them because there are tens of thousands of Sega console owners. We ourselves as you can plainly see our suffering with fewer pages being allocated and as such decisions as to what goes in our becoming harder. But with Sega's future looking brighter all the time the tide may soon turn and things will be like the good old days.



Dear SegaPro

Hi guys! How's it hanging? I'd just like to ask you a few questions that have been bothering me for a little while now and I thought it is about time that they were cleared up. I've been a great fan of Sega consoles ever since day one when the humble Master System suddenly popped up out of nowhere. I just loved the light gun that I bought for it with the simple shoot the duck game. Cool! I then bought a Megadrive

but because of my impatience, I bought it on import from Japan with *Ghouls and Ghosts* which was cool at first but I soon realised my mistake when it was officially launched in Europe. Games became a pain in the ass to obtain and then the Japanese text limited what games I could buy. So by the time I could purchase a Saturn I was sensible enough to wait for the official release. The problem is now that I can't buy foreign games

because they are incompatible. I know there is a little trick on the PlayStation to use import games but is there a similar one on the Saturn? Also, I've heard a rumour that the old duck game is hidden away in *Virtua Cop*. Is there a secret code that can access this? And last of all, will any of the Namco games that are featured on the PlayStation be converted to the Saturn?

Simon Humphries, Torquay



A loyal Sega fan indeed and good for you. There is no better games company in the world and yes that duck game was cool but we never bought it for ourselves. We just used to play it in Woolworths because it was just as good as anything down the arcades and it was free. At the time you bought your Megadrive it might have seemed a good idea but converted grey imports didn't pay off in the long run just as you experienced. You did the right thing in waiting for the official release of the Saturn and most games appear quite soon after their foreign releases. But, if you are that impatient, then there is a cartridge from Dattel Electronics

which will let you play import games but there is no cheat like the PlayStations and fiddling with your hardware is inadvisable anyway. As for the *Virtua Cop* cheat, we have never heard of any such feature and suspect that somebody has been having you on. And to answer your final question, there is a good chance that you might be seeing Namco conversions of their games just as Psygnosis converted theirs but this could be some way off because Sony don't want to loose their grip on such cool games.

Competition

Well, it's compo time again and thank to those chaps at Manga UK, we've got another batch of videos to give away, so it's time to get your thinking caps on again!

Manga UK have been the leading importers of Manga cartoons for many years now, and their lead in this competitive market just keeps getting stronger and stronger. First it was *Akira*, then *Roujin-Z* and now, after loads of quality videos, we have *Ghost in the Shell*.

I don't want to give too much of the plot away, but suffice to say, it's set in the future. This future sees mankind finally make the connection between mind and machine and personalities (or Ghosts) can be housed in robotic bodies. A police force made up entirely of these cybernetic humans are investigating a series of bizarre coincidences that lead them into a web of deceit that could change the face of human life as we know it.

Suffice to say, it's all good, clean (errrm - no it isn't - Dino) fun. The quality of animation is really up there with *Akira* and the story is so compelling, we hope that there's another one soon.

Anyway, if you would like to have a copy of this superb video, then answer the following questions on the back of a postcard or sealed-down envelope and send them to : Ghostly Goings On Compo, Sega Pro, 14A Union Street, Newton Abbot, Torquay, Devon, TQ12 1JS. Please also include a signed statement that you are over 15 years of age, because this video carries a 15 certificate.

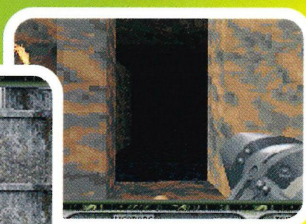
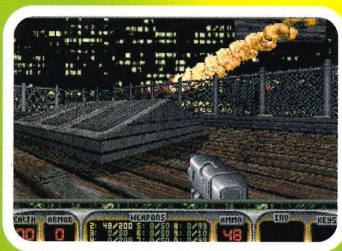
Questions

- 1 What was the name of the Manga movie that started the English craze in this Japanese media?
A Akira
B Devil Man
C Learn to Read With Mr. Blobby
- 2 The term 'Manga' is a Japanese word. What else does it represent?
A Comics
B TV Series
C All of the above
- 3 Which one of these is NOT a Manga movie?
A Dominion Tank Police
B The Guyver
C The Little Mermaid



Next Month

It's time to kick butt and chew gum...



...and I'm all out of gum!

The Sega Pro team are always up for a challenge, and so **next month** will see a preview and in-depth look at one of the toughest, but most fun games to come to the Saturn for ages.

Yes, **Duke Nukem 3D** is currently being converted to the Saturn and we'll have a full look at this stunning new Doom-beater next month.

Also, to commemorate the start of the **Euro '96 championships**, we'll be holding our very own, in-mag tournament. Buy next month's issue to see just who comes out on top and who's sent back to the dressing room!

Sega Pro

August '96

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Published by:

Rapide Publishing

14a Union Street

Newton Abbot

Devon TQ12 2JS

Tel: 01626 68611

Fax: 01626 51484

Printed by:

St. Ives

Distributed by

Seymour International Press

Distributors, Windsor House, 1270

London Road, Norbury, London

SW16 4DH.

0181 679 1899

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Sega Pro: ISSN 0964-2641

Special thanks to:

Shelley for coming back (again!), My band for doing the same despite the fact that I can't play, Kate at SCI for sharing the same birthday as me and anyone else I've forgotten. No thanks at all go to traffic wardens, not having a decent car and not having a decent guitar! Apart from that, anyone who doesn't like Garbage's new album and the smell of freshly cut grass. There - that told you, didn't it.

Sega Pro



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